

Roberto Di Lillo

Software Engineer

I am a software engineer with a highly focused problem-solving mindset.

Experienced in both enterprise and startups environments I can drive innovation and improvement to products, architectures and processes. I can ensure consistent deliverable work taking advantage of a broad full range of development tooling and skills.

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in [Linkedin Profile](#)

🔗 [StackOverflow Profile](#)

SKILLS & COMPETENCIES

Javascript

React

Angular

NextJs

Gatsbyjs

NodeJs

AWS

SQL

Docker

GraphQL

Unity3D

AdobeXD

Figma

WORK EXPERIENCE

Senior Engineer @Docler

GOALS: Development and debugging of a link sharing site featuring short video and direct messages selling.

TASKS: Refactored frontend React application introducing **NextJs**. Improved bundling and deployment using CI/CD pipeline with **Bamboo** and **Vercel**. Introduced Server side rendering and lazy loading for both modules and images. Added payment system integration (**Stripe**) and ID verification (**Twilio + idenfy**). Containerization and microservice enhancement via **Docker** and **Azure** services,

👥 Team Size: 6-9 🌐 [bemyfan.com](#)

CTO @Elaisian

GOALS: SaaS Product development of a precision agriculture-oriented solution.

TASKS: Research and Reviewed full stack design (wireframes, visuals, UI concept and UX prototyping). Designed a simple to use Rest API backend via **Node**. User facing web application frontend development using **Angular 2-9** and implemented a secure scalable system architecture including serverless **API Gateway** and **Lambda** functions for End-to-End IoT hardware device communication. Designed an operational admin panel to include sales, marketing, and operational features integrated to different third-party services such as **Stripe**, **Twilio**, **Intercom**, **Hotjar**. Designed and started the initial development of a **blockchain** technology aimed to better track device installation and support flow.

👥 Team Size: 1-6 🌐 [elaisian.com](#)

Contractor @Meuartelie

GOALS: Create a website for a customer aiming at selling his own art and courses.

TASKS: Analyzed customer needs and proposed different ideas for their application. Created website wireframing, unit interface and prototyping using **Figma** and **AdobeXD**. Implemented a responsive website in **NextJs** using **GraphQL API**. Increased sales with email pipelines and newsletter (**Mailchimp**). Integrated an easy-to-use payment method (**Stripe Checkout**).

👥 Team Size: solo 🌐 [meuartelie.com](#)

CTO @Kpi6

GOALS: Team Management, Full stack architecture analysis and implementation.

TASKS: Evaluated the MVP technologies used in their acceleration program. Analyzed their use-cases and created a roadmap aimed to reach the required product fit. Handled architecture system and refactor using **AWS ECS and Cloudfront** improving content delivery. Created Agile methodologies and processes. Implemented frontend and backend features using **Angular**, **NodeJs**, **mysql-Rds** and **DynamoDb**. Integration of multiple **Social Network API** (Twitter, LinkedIn, Facebook and Instagram) Enhanced most features with **Watson AI** by IBM to provide better insight to final customers.

👥 Team Size: 4-7 🌐 [kpi6.com](#)

Contractor @Powerventure

GOALS: Creating an MVP Streaming platform with multilayer interactive video

TASKS: Analysis and prototyping of a high-tech streaming solution using **AWS IVS** and **AWS Elemental media live** services allowing users to record videos via a **React** based web-application and stream to different social networks. Consumers were able to watch the video and interact with the UI-layer created on top of it with the goal of being redirected quickly to the seller 1-click-buy page.



Team Size: 1-6



buysocial.com

Software Engineer @GFT

GOALS: improving motor compressor quotes estimation and time generation

TASKS: The initial analysis led the team to the development of multiple graphical and batch **Java** desktop application and the refactor of an **Oracle Database infrastructure** able to programmatically evaluate the motor compressor rotor dynamics and primary resources costs.



Team Size: 3-6



ge.com

PERSONAL PROJECTS

Game Development

As a personal passion I've been joining yearly the worldwide Game Jam (Milan and Chicago Hubs) to improve my game development skills. Here are some of the prototyped 2D/isometric/3D games developed using **Unity3d**.

- DrJack & MrWhite: 2d Infinite Runner game where everything is based on colors and shapes



Trailer

Mind Game: 3d isometric adventure game whose goal is to sync with a child brainwave to help him walk through his fears.



Trailer

Tango Legacy: 3d isometric game requiring to time music and images to avoid characters collision



Trailer

Obsessions: 2d adventure platform journey into a character's mind filled with illness and disorders.



Trailer

Open-Source Collaboration

After being a user of the FreeCodeCamp Academy project, I decided to be part of the development and helped out by fixing minor issues



freecodecamp.org/

EDUCATION

Computer Science Degree @ Università Statale (Milano)

College qualification as Computer Technician @ ITIS Hensemberger (Monza)

LANGUAGES

- Italian: Native Language
- English: Advanced Fluent (C2)
- Portuguese Advanced Fluent (C2)
- Spanish: B1